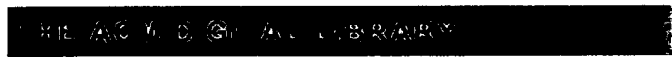



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### 1 [Data prefetching for software DSMs](#)



Ricardo Bianchini, Raquel Pinto, Claudio L. Amorim

July 1998 **Proceedings of the 12th international conference on Supercomputing**

Publisher: ACM Press

Full text available: [pdf\(1.14 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 2 [Practical prefetching via data compression](#)



Kenneth M. Curewitz, P. Krishnan, Jeffrey Scott Vitter

June 1993 **ACM SIGMOD Record, Proceedings of the 1993 ACM SIGMOD international conference on Management of data SIGMOD '93**, Volume 22 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.10 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An important issue that affects response time performance in current OODB and hypertext systems is the I/O involved in moving objects from slow memory to cache. A promising way to tackle this problem is to use prefetching, in which we predict the user's next page requests and get those pages into cache in the background. Current databases perform limited prefetching using techniques derived from older virtual memory systems. A novel idea of using data compression techniques ...

### 3 [Compiler-based I/O prefetching for out-of-core applications](#)



Angela Demke Brown, Todd C. Mowry, Orran Krieger

May 2001 **ACM Transactions on Computer Systems (TOCS)**, Volume 19 Issue 2

Publisher: ACM Press

Full text available: [pdf\(499.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Current operating systems offer poor performance when a numeric application's working set does not fit in main memory. As a result, programmers who wish to solve "out-of-core" problems efficiently are typically faced with the onerous task of rewriting an application to use explicit I/O operations (e.g., read/write). In this paper, we propose and evaluate a fully automatic technique which liberates the programmer from this task, provides high performance, and requires only minima ...

**Keywords:** compiler optimization, prefetching, virtual memory



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